



STEPHANIE LOUIE

design & illustration

 STEPHANIELOUIE.ART
 STEPHOLOGY@GMAIL.COM

EXPERIENCE

CURRENT

FREELANCE • *illustration & design*

- ◆ Design, develop, and deliver projects to clients

2022 • 2024

ACTIVISION BLIZZARD • *ui/ux designer*

- ◆ Working closely with engineers and designers to create UI, UX that fit the vision of Warzone Mobile while maintaining parity with the console counterpart
- ◆ Visually polishing screens using proprietary tools and engine

2019 • 2022

KABAM • *ui/ux designer*

- ◆ Working closely with engineers and designers to create screens that fit the vision of the game
- ◆ Creating wireframes, mockups, user flows, and annotations
- ◆ Skinning and polishing screens in Unity

2016 • 2019

KABAM • *illustrator*

- ◆ Illustrations, icons and designs for marketing and live ops
- ◆ UI mockups and layouts

Titles: Marvel: Contest of Champions,
Transformers: Forged To Fight

2013 • 2016

IUGO MOBILE • *game artist*

- ◆ Layout and designs for marketing material
- ◆ Concepting and rendering characters, outfits, environments, icons

Titles: The Walking Dead: RTS, Criminal Legacy,
Knights & Dragons, Rage of the Immortals
Battle Hackers

SKILLS



EDUCATION

MASTER OF DIGITAL MEDIA
University of British Columbia

**B.A. VISUAL ARTS,
MINOR IN ART HISTORY**
University of British Columbia

INTERESTS

- ◆ Drawing
- ◆ Learning
- ◆ Cycling
- ◆ Games
- ◆ Making puns